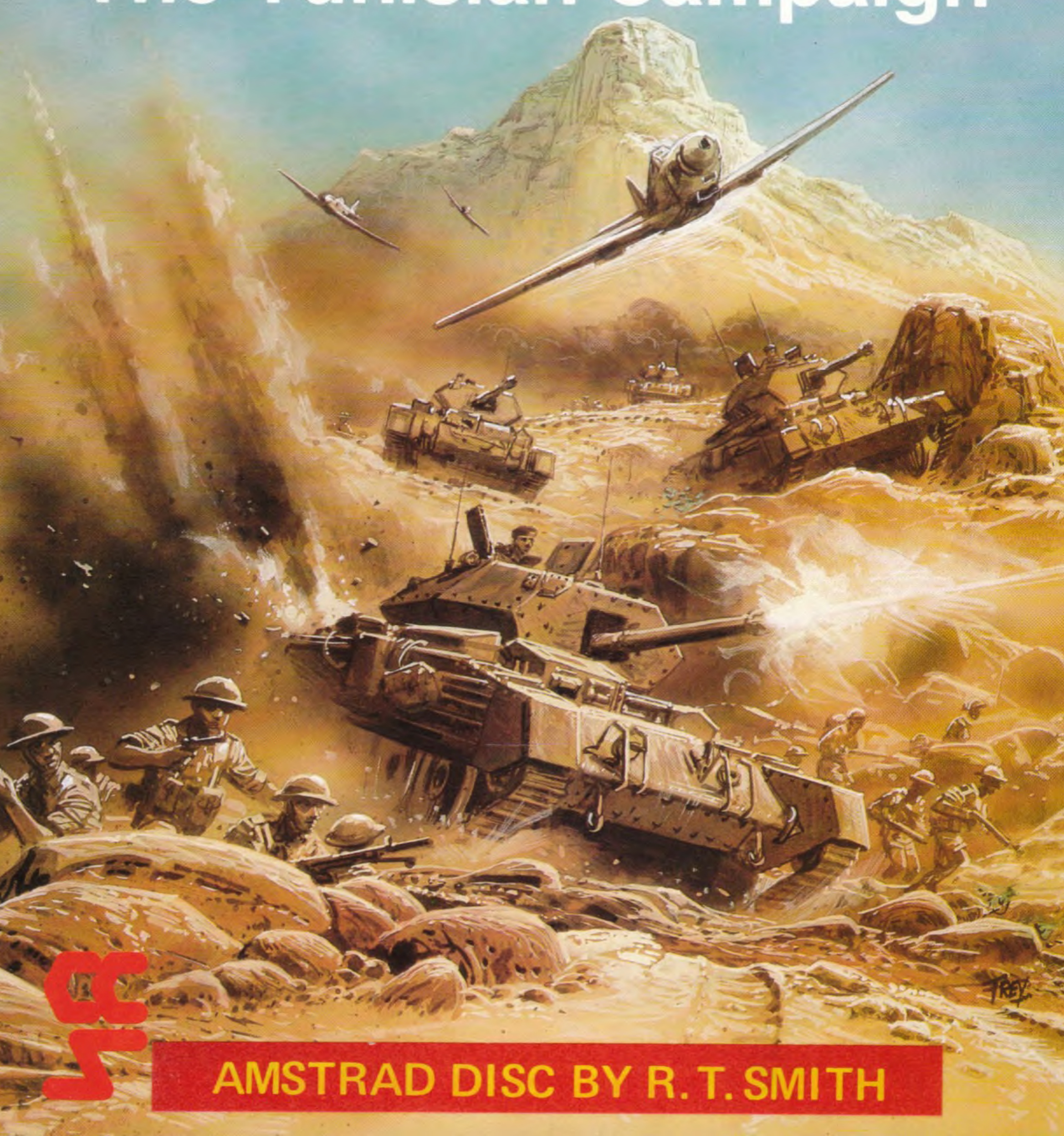
VULCAN

The Tunisian Campaign



Vulcan, by the author of Arnhem and Desert Rats, simulates the Tunisian Campaign in 1942-43 from the arrival of the 'Torch' Task Force and their race for Tunis, to the final battle of 'Operation Vulcan'. Also included are the battles of Kasserine and Mareth.

The game comes with a detailed instruction booklet and includes historical notes of the campaign, maps and photographs.

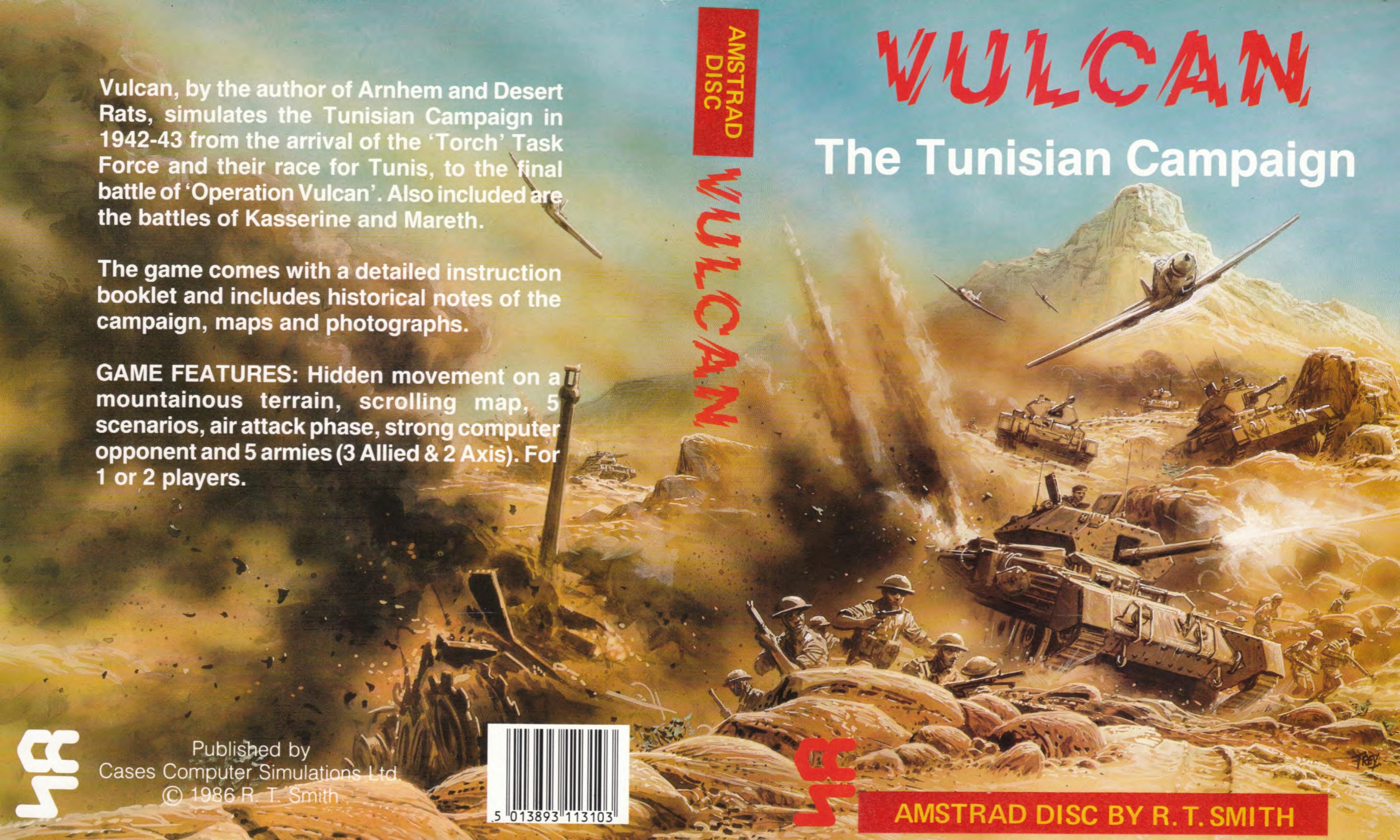
GAME FEATURES: Hidden movement on a mountainous terrain, scrolling map, 5 scenarios, air attack phase, strong computer opponent and 5 armies (3 Allied & 2 Axis). For 1 or 2 players.



Published by
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